Claims

What is claimed is:

1. A distributed multimedia client-server system, comprising:

   A session manager, in response to receiving a request from a remote client connected to a high bandwidth network, generating a resource allocation request and dynamically creating a multimedia stream port upon client authentication.

2. The system of method of claim 1 further comprising:

   A data storage system, storing data about the administration settings, the multimedia, the client and their preferred method of payment, the price of the multimedia; and a data processing system coupled to said data storage system and configured to receive from the client a request to purchase or rent said multimedia from the administrator; to process said request by determining the transaction price for said multimedia based on the price specified by said seller; to output said transaction price forming the basis of a transaction involving said administrator and client.

3. The system and method of claim 1 further comprising:

   A method and system for facilitating the financial transaction for the multimedia between the administrator and client prior to multimedia distribution to the client over the high bandwidth network., comprising a data storage system storing data about the client and said client's payment preferences; and a data processing system operatively coupled to said data storage system and configured to process said transaction by querying the said data storage system for the price of the said multimedia and the client's payment information.

4. A client-server media multimedia distribution system according to claim 1 further comprising a method for dynamically wrapping media files to require client authorization and authentication prior to distribution of the multimedia over the high bandwidth network.

5. The system and method of claim 1 further comprising:

   multimedia content; means, responsive to commands received by the session manager, for accessing and transporting the multimedia content to the authenticated client via the multimedia stream port; and wherein the multimedia includes stream content, file content and database content.

6. The method in which the system is presented for display at the multimedia server and client terminals.